

# SYLVANETH

## BITTERBARK COPSE

This Spearhead army consists of the following units:

### GENERAL

- ◆ Branchwych

### UNITS

- ◆ 1 Treelord
- ◆ 3 Kurnoth Hunters
- ◆ 5 Tree-Revenants



A Bitterbark Copse is a gathering of Sylvaneth that channels the spirit-song of Alarielle's warlike Summer Aspect to purge the enemies of natural law. They are led by a Branchwych, a vengeful creature of bark and briar that cleaves through foes with their scythe. Fiercely protective of both their forest and their kin, each Branchwych wields verdant magic that allows them to weave sundered Sylvaneth barkflesh back together or add a thorned edge to their enchanted weapons.

Alongside them stride the wood-sinewed warriors of the Copse. Kurnoth Hunters fire with devastating accuracy from the back lines. They are uniquely in tune with the vibrations of the realmroots, allowing them to draw upon Alarielle's might wherever they might be. Defending them are the Tree-Revenants, fey beings imbued with the memories of their fallen ancestors, who have ever sought to protect natural places of power. With centuries of experience to draw on, they are martial experts, able to switch between attacking and defending with natural fluidity. Each Copse is also accompanied by a Treelord, an ancient arboreal giant. Each one has lived for untold years, growing ever taller, wiser and more fearsome in battle.

*'Our enemies' corpses shall nourish the lands that they sought to destroy.'*

– Branchwych Saoirsa




Studio editor Kelly's copse of Sylvaneth hail from the Summerglade in Ghyran. To reflect their lush habitat, she has used bright greens and oranges to represent the height of summer, with lots of foliage and flowers.

## BATTLE TRAITS

 Once Per Turn, End of Any Turn

**LEY LINES:** *The Sylvaneth draw strength from natural sites of mystical power.*

**Effect:** Heal (1) each friendly unit that is within 3" of any terrain features.

 Once Per Turn, End of Any Turn

**STRIKE AND FADE:** *These warriors use the spirit paths to ambush the enemy before retreating back into the shadows.*

**Declare:** Pick a friendly unit that used a **FIGHT** ability this turn and is within 3" of any terrain features, then roll a dice.

**Effect:** On a 2+, remove that unit from the battlefield and set it up again so that each model in the unit is within 3" of any terrain features and more than 6" from all enemy units.



**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

 Once Per Turn, End of Any Turn

**VENGEFUL SPIRITS OF THE LAND:**

*The realm-spirits lingering around the ancient sites are roused to wrath and unleashed upon the Sylvaneth's enemies.*

**Declare:** Pick an enemy unit that is contesting an objective and roll a dice.

**Effect:** On a 4+, inflict D3 mortal damage on that enemy unit.

 Once Per Turn, Your Movement Phase

**WALKERS OF THE HIDDEN PATHS:** *These mysterious warriors walk the realmroots.*

**Declare:** Pick a friendly unit that is within 3" of any terrain features and not in combat.

**Effect:** Remove that unit from the battlefield and set it up again more than 6" from all enemy units. That unit cannot use **MOVE** abilities for the rest of the phase.

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

 Your Hero Phase

**REGROWTH:** *Your general channels an invigorating bloom of magic.*


**Declare:** Pick a visible friendly unit wholly within 18" of your general to be the target, then make a casting roll of 2D6.

**Effect:** On a 5+, Heal (D6) the target.

 Passive

**GNARLED WARRIOR:** *This Sylvaneth's battle-scarred hide has turned aside countless blades.*

**Effect:** Ignore negative modifiers to save rolls for your general.

 Your Hero Phase

**TREESONG:** *Your general implores the spirits of the wyldwoods to guide the blades of their allies.*

**Declare:** Pick a visible friendly unit wholly within 12" of your general to be the target, then make a casting roll of 2D6.

**Effect:** On a 7+, add 1 to the Rend characteristic of the target unit's melee weapons until the start of your next turn.

 Passive

**SEED OF REBIRTH:** *Should its bearer ever fall, the seed will grant them new life.*

**Effect:** If your general would be destroyed, before removing them from play, roll a dice. On a 3+, your general is not destroyed and any remaining damage points inflicted on them have no effect. Then, Heal (1) your general. This unit cannot use this ability again for the rest of the battle.



MOVE 6"  
HEALTH 5 SAVE 5+  
CONTROL 2

Warrior matriarchs and guardians of the Sylvaneth's legacy, Branchwyches lead their kin to battle with blasts of sorcery and hissing swings of their scythes, even as their bittergrub familiars lash and bite their adversaries. These same weapons are used when the fighting is done to harvest the life essence and memories from the Sylvaneth's fallen. It is the duty of the Branchwyches to revive their kin with the verdurous harmonies of Ghyran and, if they fall, to plant their lamentiri amidst the soulpod groves to allow Alarielle's future children to inherit the feelings and experiences within them.

• SPEARHEAD WARSCROLL •  
**BRANCHWYCH**

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Greenwood Scythe and Bittergrub	3	3+	4+	1	D3	-

**Your Hero Phase**

**VERDUROUS HARMONY:** *The wizard plucks reviving motes of magic from the air and uses them to renew the broken forms of fallen warriors.*

**Declare:** Pick a visible friendly unit wholly within 18" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** On a 7+, you can return 1 slain model to the target unit. If you picked a **Tree-Revenants** unit, you can return D3 slain models instead of 1.



KEYWORDS HERO, WIZARD, INFANTRY

MOVE 5"  
HEALTH 14 SAVE 3+  
CONTROL 5

Treelords stomp towards the enemy with earth-shaking strides. Their roots burrow through the soil as fast as arrows through the air, exploding from the ground to rend and throttle, while every swing of their vast talons slaughters another swathe of foes. Each one draws upon the experience of several mortal lifespans in battle. Their sheer power and dominance of the battlefield allows smaller Sylvaneth kin to dart around them and pick apart floundering enemy formations. The great strength and wisdom of Treelords often sees them act as the captains and champions of each wargrove.

• SPEARHEAD WARSCROLL •  
**TREELORD**

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Strangleroots	10"	3	3+	2+	1	2	Shoot in Combat
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Sweeping Blows	5	4+	2+	1	2	-	
Massive Impaling Talons	2	4+	2+	2	3	-	

**Any Combat Phase**

**GROUNDSHAKER:** *The earth quakes as the Treelord stamps down hard, shaking the enemy's wits.*

**Declare:** Pick an enemy unit in combat with this unit to be the target, then roll a dice.

**Effect:** On a 4+, the target has **STRIKE-LAST** this phase.

**Passive**

**BATTLE DAMAGED**  
**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Massive Impaling Talons** is 1.



KEYWORDS MONSTER

MOVE

5"

HEALTH

5

4+

SAVE

CONTROL

Champions amongst the forest kindred, each Kurnoth Hunter is skilled in the use of a variety of enchanted weapons, among them a greatbow the size of an artillery piece. The first of these ferocious warriors was planted after Alarielle came into her summer aspect, imbuing her chosen envoys with the tenacity and strength required for war. They are particularly in tune with the realmroots, allowing them to sense the Everqueen's will and convey orders to their kin. During battle, Kurnoth Hunters armed with bows will dig their roots into the ground and fire into the enemy's lines tirelessly, weathering any oncoming storm.

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## KURNOTH HUNTERS

	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Kurnoth Greatbow	18"	2	3+	3+	1	2	-
	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Vicious Claws		3	3+	3+	-	1	-

### Passive

**ENVOYS OF THE EVERQUEEN:** *Kurnoth Hunters can channel a fraction of their goddess's divine power through those sites that resonate with the realmroots.*

**Effect:** While this unit is contesting an objective, friendly units contesting that objective have **WARD (6+)**.



KEYWORDS

INFANTRY

MOVE

6"

HEALTH

2

5+

SAVE

CONTROL

The Tree-Revenants move with flowing grace, flickering along the spirit paths to carve their way through the enemy's ranks. Their highly ritualised way of war lends them a lethal speed and skill that few enemies can stand against. Each one has a lamentiri at their core, a seed imbued with the memories and experiences of those who came before. This allows the Tree-Revenants to accumulate multiple mortal lifetimes' worth of martial memories, strengthened by their eternal desire to protect their homes and kin.

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## TREE-REVENANTS



	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Enchanted Blade	2	3+	4+	1	1	-

### Any Combat Phase

**MARTIAL MEMORIES:** *Tree-Revenants can draw on centuries of experience when they go to war.*

**Effect:** Pick 1 of the following effects to apply to this unit this phase:

**Memories of War:** Add 1 to hit rolls for attacks made by this unit.

**Memories of Peace:** Add 1 to save rolls for this unit.



KEYWORDS

INFANTRY, REINFORCEMENTS